

ASHES AND ACCUSATIONS

An AD&D 2nd Edition Encounter for the Amedio Sandbox Campaign by Falln

Location: House Lidu's Secondary Warehouse, edge of the Merchant District

Time: Just after dusk

SETUP

Just after dusk, black smoke curls from the roof of House Lidu's secondary warehouse on the edge of the Merchant District. A crowd is already gathering. A servant is shouting,

"Sabotage! They came through the vents!"

As the PCs arrive, the warehouse is still smoldering. The crowd is tense, and two opposing voices shout blame — one from House Lidu's steward, the other from a rival merchant tied to House Kellani.

WHAT'S HAPPENING

- ◆ A smoke mephit, accidentally released by careless smugglers using the warehouse as a cache, caused the blaze.
- ◆ House Lidu blames House Kellani for sabotage.

- ◆ A young Kellani associate, Miros Vel, is present — looking extremely guilty (he was there to spy, but didn't start the fire).
- ◆ A group of thugs-for-hire are in the crowd, ready to rough up anyone who threatens House Lidu's reputation — or to silence Miros if he talks.
- ◆ The mephit still hides in the rafters, watching invisibly and amused. If disturbed, it may attack or flee into another building.

STATISTICS

Miros Vel (Spy, Human Thief L1) AC 8 (leather armor); MV 12; HD 1; hp 5; #AT 1; Dmg 1d4 (dagger); SA: Thief skills; AL CN; XP 35; THAC0 20
Thief Skills: MS 30%, HS 30%, PP 35%, OL 25%, CW 50%, DN 20%
Stats: Str 9, Dex 16, Con 11, Int 12, Wis 9, Cha 10
Notes: Sent to spy on the warehouse. Panicked during the fire. Will confess if protected or coerced. Looks guilty but is innocent of the arson.



House Lidu Thugs-for-Hire (2–4, Human Fighters L1) AC 7 (leather + bracers); MV 12; HD 1; hp 6 each; #AT 1; Dmg 1d6 (sap or short sword); AL LE; XP 15 each; THAC0 20

Stats: Str 12, Dex 10, Con 12, Int 8, Wis 9, Cha 8

Notes: Disguised in crowd. Will attack or intimidate Miros or the PCs if they interfere. Flee if more than half are downed or if guards intervene.

Smoke Mephitis (1) AC 5; MV 12, Fly 24 (C); HD 3+3; hp 17; #AT 2 (claws); Dmg 1d4/1d4; SA: Breath weapon (smoke cloud, 10 ft. cone, once every 3 rounds, save vs. breath or blinded 1d4 rounds), spell-like abilities (once/hour – *pyrotechnics*, *mirror image*), regeneration 1 hp/round in smoke or fire; AL CN; XP 270; THAC0 17

Notes: Invisible (natural ability) while hiding in rafters, watching the chaos. Will flee if cornered or harassed, possibly starting another fire.

House Lidu Steward (Optional NPC, Human Expert L2) AC 9 (robes); MV 12; HD 2; hp 9; #AT 1; Dmg 1d4 (walking stick); AL LN; XP 35; THAC0 20
Stats: Str 10, Dex 11, Con 12, Int 14, Wis 12, Cha 13
Notes: Loudly blames House Kellani. More concerned with appearances than truth. Will escalate the mob if not calmed.

Crowd Treat as difficult terrain and chaotic noise, giving a -2 on all checks. PCs trying to move freely or speak must make Dexterity or Charisma checks depending on action.

City Watch Patrol (arrives in 1d4+1 rounds after fight or major spellcasting begins) AC 6 (chain shirt); MV 12; HD 1+1; hp 7 each; #AT 1; Dmg 1d6 (short sword) or 1d4 (club); AL LN; XP 35; THAC0 19

Stats: Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 9

Notes: Will try to detain the loudest or most suspicious people. Favor nobles and House Lidu unless persuaded otherwise.

City Watch Sergeant (optional, 1 in 3 chance) AC 5 (chain + Dex); MV 12; HD 2; hp 11; #AT 1; Dmg 1d8 (longsword); AL LN; XP 65; THAC0 19

Stats: Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10

Notes: More commanding. Will demand quick answers. May be bribed or manipulated, especially with a high Charisma check or noble name-drop.

CHECKS

- **Wisdom check:** Pick the thugs for hire out of the crowd and that Miros Vel is trying to leave unnoticed.
- **Intelligence check:** Examine the scorch marks and detect that the fire originated from inside

— not forced entry — suggesting accident or internal cause.

- **Detect Invisibility or Detect Magic (spell or item):** Reveal the invisible smoke mephitis lurking in the rafters.
- **Move Silently (thief skill):** Approach Miros or the thugs without alerting them, or flank unseen through the distracted crowd.
- **Charisma (reaction roll):** Soothe the crowd, calm an angry noble, or prevent a brawl from breaking out. A good roll may also win over the arriving guards.
- **Tracking (ranger or proficiency):** Examine soot near the vents to reveal small claw marks and ash trails leading inside — matching something mephitis-sized.
- **Wisdom check:** Detect that Miros is terrified, not lying — suggesting he's hiding something but not guilty of sabotage.
- **Pick Pockets or Detect Noise (thief skill):** Notice a thug palming a weapon or trying to approach Miros from behind.
- **Charisma (reaction roll or bribery attempt):** Convince the City Watch to delay intervention, ignore minor infractions, or listen to your version of the events.

REWARDS AND OUTCOMES

- If the PCs protect or extract the truth from Miros Vel, they uncover the smuggling operation and may gain a useful (if cowardly) informant. House Kellani owes a minor favor for clearing their name.
- If the mephitis is defeated or driven off, House Lidu grudgingly backs down from open accusations — but a discreet noble may approach the PCs later to “thank” them with 25 gp and a whispered warning of future tension.
- Searching the smuggler crates (if PCs investigate inside the damaged warehouse) reveals hidden goods: bolts of rare silk (worth 50 gp), a pouch with 20 gp, and a broken wand etched with Kellani markings (non-magical but suspicious).
- If the City Watch is bribed (3–8 gp total), they allow the PCs to leave without further questioning. Otherwise, they may arrest Miros or a party member unless pacified.
- If the PCs side with neither house and restore order, both factions grudgingly respect them — granting +1 reaction modifiers with noble contacts in the Merchant and Noble Districts for one week.

- If Miros escapes or is silenced by the thugs, the truth is buried — and House Lidu begins planning retaliation. The PCs may be blamed or blacklisted if they were seen aiding Kellani.
- The smoke mephit's lair (if tracked to a nearby rooftop) contains a scorched coin pouch (12 gp), a partially melted silver mirror (25 gp), and a scroll case with a smuggler's encoded route map.